

Disney's  
THE EMPEROR'S  
**NEW Skool**

## MEMO

**TO:** All my loyal subjects

**DATE:** 11/16/04

**FR:** Emperor Kuzco

**EXTENSION:** No-callie-me

**SUBJECT:** series bible

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First off, let's not call it a series "bible." Bible. Yeah. Too much pressure. It'd have to be all, "Thou shalt have a good balance of action and comedy" and "Ye will not sayeth the word 'butt' more than once per episode." Yikes. Too religiousy. I say we lighten the load a little and call these pages something like, uh...

### **KUZCO'S ROYAL PONDERINGS REGARDING HIS SUPER COOL SERIES**

Yeah. That's more like it. Okay. Here we go...

#### **SETUP - OR - WHY I HAVE TO GO BACK TO SCHOOL**

As you may know, I recently had a birthday. Happy Birthday to me. No gifts, please. The recently ratified birthday tax will suffice. Every time one of you has a birthday, I get money. You birthday. Me money. See how that works? Anyhow, the celebration of this particular birthday means... I officially become Emperor!



Yeah, yeah, yeah, I know. I'm already Emperor. But it couldn't be "official" till the trust fund kicked in. That's right. Trust fund. You can't have "fun" without the "fund." Uh-huh-uh-huh-uh-huh. Official Emperor Kuzco.

It's all good except for one teeny-weency-tinecy-little-small-fine-printy-thing. The trust says I have to, well... graduate from Kuzco Academy. Whatever. I got an "honorary" degree after I donated all that money to build the campus. Hello? That's why they named it Kuzco Academy.

*K. U. Z-C-O! Kuzco! Kuzco! GO-GO!*

But, my honorary degree ain't good enough. So, with the advent of this fine TV series, I begin my first days at Kuzco Academy. Keep in mind, Kuzco Academy is no ordinary school. None of that readin' and writin'. Uh-uh. This is more vocational than educational. And in case you care, here are some of the sorry excuses for classes I'll be taking (I like the last one though):

- Squirrel Squeaking – the rudiments of tree rodent communication
- Llama herding – the harmonics of animal organization
- Dung shoveling - theories in manure conveyance
- Peasant sciences – how to work, cook and smell like a peasant.
- Kuzcology – the study of our groovy emperor

### **CHARACTERS - OR - PEOPLE OTHER THAN ME IN MY SHOW**

What?! There are other people besides me in my show? Great. Well, I suppose to round out the demographics we ought to add a scary old lady, a big muscle guy, a hot chick, and a precious little family with kids. So here's a little information about them:



## YZMA

The whole school thing would be, like, not so horrible if it weren't for Miss Rip Van Wrinkle. That's right. Yzma. She's not a kitty anymore. She's back to her usual exoskeletal self. Oh, and she's still got that "secret lab." Everybody knows about it. Duh. She should rename it the "everybody knows about it lab." She's probably down there right now bubbling up fancy-pants potions and oogie-boogie magic junk to throw off my groove so I don't graduate. Why, you ask, does she not want me to graduate? Just do the math:

### ***NO GRADUATION FOR KUZCO = EMPEROR YZMA***



To make things worse, the ol' bag of bones has disguised herself as PRINCIPAL AMZY. Clever, huh? Amzy... Yzma. Like nobody's gonna figure that one out. That would be like if Superman went around calling himself Namrepus. Duh.

So Yzma hides out in the principal's office and comes up with insanely diabolical and needlessly complicated schemes on how to make me fail. To pull off these evil plans, she's got a little help. Actually it's "big" help by the name of...



## KRONK

You remember him. As dimwitted as ever. How many Kronks does it take to screw in a light bulb? Ten. One to screw in the light bulb and nine to cater the event. Anyways, in order to pull off her little “throw off the groove” plan, Yzma has planted Kronk in the school as a fellow classmate.

Fortunately, he’ll be easily distracted by the class assignments, as the corroded synapses in his half-witted brain always spark at the sign of any goofy task. We’ve all been introduced to Kronk’s cooking expertise, but did you know he can knit up a storm, paint ceramics, and arrange flowers better than that bald 1-800-flowers guy? He’s Martha Stewart in Arnold’s body. I don’t know whether to like him or hate him... so I mostly just make fun of him.

## MALINA

Malina’s a hottie. I wrote a haiku about her. Here goes:

*Who is a hottie?  
Malina is a hottie  
Hottie hot hottie.*

She wasn’t in the movie. But don’t hold that against her. She’s Kuzco’s very good (and good looking) friend. But she’s not his girlfriend. Not yet. However, you can bet she won’t be able to resist his dry wit and Fonzie-esque charm for long. Yeah, right. Oh, and get this. She’s an A+ student and a cheerleader, too! Can you believe it?



Malina has a sassy/flirty ability to keep Kuzco’s mega-attitude in check, and an east coast attitude that won’t let him get away with anything. Think of Kuzco and Malina’s pairing as the show’s comedy core -- the one who thinks he knows it all and the one who really does.

Malina herself has two main comedy traits:

- Her unexpected reaction to extraordinary events. This girl is unshakable. She’s not phased by nothin’ or nobody: from Kuzco’s self-centered antics to a pack of jaguars to a crumbling temple façade, Malina rarely loses her cool.
- She likes boys. As a matter of fact, just about any boy (except for Kuzco) turns her into an awkward, stammering, nervous wreck. And as for Kronk, well he makes her into a complete puddle of clumsiness.

### PACHA & HIS FAMILY

What about Pacha? Oh, everybody loves Pacha. We all care about poor ol' Pacha and his adorable family. Pacha Pacha Pacha. Okay, that's enough! Back to me. This is gonna be my show about me. Not Pacha TV. Kuzco TV. But, I do feel sorry for the guy so I've given him and his family a part in my show. Here's how it goes:

Since I'm not officially emperor, the palace is off limits. So I've got to live somewhere, right? That's why I'm moving in with Pacha and his wife and those two brats and the new baby. I'll be slumming it upstairs in the loft with the two brats (one whole side of the room is mine). Pacha will be a good friend and, by throwing a cry-baby fit, I will manipulate him into helping me out when Yzma's potions come my way. Sometimes Pacha will even be like a father to me (cue maudlin violin music). As for the other members of the family, they get to be in the show too:



- **CHICHA** – You can't get anything past Chicha, Pacha's wife. Don't even try. She's always one step ahead. Like Santa, she knows when you've been naughty or nice (but she's not fat and doesn't have a beard). Chicha is also a multi-tasking super mom. She keeps it all together. Yep, Mrs. Pacha is pretty cool.
- **THE BABY (CUTI)** – Chicha recently gave birth to her third child, a baby boy. He's something like Bam-Bam meets Swee'pea – strong as an ox and always getting into trouble. I'm not sayin' he could beat me up... I'm just sayin' I don't fight babies.
- **TIPO** – Isn't he cute? What a cutie little cutie-pie. Hah! You fell for it too. Don't be fooled! He's a devil child. It's like he knows everything I'm thinking and everything I'm gonna do and he looks up at me with those big doe-eyes and....AHHHH! Stop making me feel guilty!
- **CHACA** – Chaca probably already told you she thinks she's smarter than me. Hello? I'm older. She's only in elementary... elementary... elementree... uh... that thing before junior high.



## SETTINGS - OR - COOL PLACES TO HANG OUT

The series takes place in five main locations. And they are...

### KUZCO ACADEMY

Groovy! A building named after me with a carving of me on the front and a pair of llamas flanking the entrance. Sure, I donated all the money to build the place, but they didn't *have* to name it after me. But they did and that makes it cooler than cool. While the classes at Kuzco Academy aren't your typical courses, the buildings are a little more familiar – complete with lockers, gym, cafeteria... you name it. However, I might do a little remodeling since I actually *have* to go there now – I can see my royal locker now... hmmm.



### PACHA'S VILLAGE

This is the sad part of the show (for me), 'cuz I have to live in a stinky village of stinky peasants who aren't used to my royal ways. As I mentioned, I've been thrown out of the palace until I graduate, so I've moved into Pacha's hovel. As you may know from the movie, this hovel sits on a picturesque hill. That's all nice and tree-huggy, but I'd prefer my old pad. No chamber maids? No servants? No royal toilet flusher? This place stinks!

### THE PALACE

Ahhh... my former home sweet home. Even though I don't live there, I still go back whenever the need arises – like to break into the royal safe, hide from people chasing me, or visit the royal toilet flusher.

### YZMA'S SECRET LAB

Yzma's "secret lab" is still "hidden" deep beneath the palace. However she has a direct "secret" passageway-roller-coaster-thingy that leads from her lab to a secret panel in the principal's office at the school. Pretty sneaky.

### THE JUNGLE

The jungle is alive with mystery, action, adventure and little insects that crawl into your pants and make you itch in embarrassing places. I'm not particularly fond of the place, but with school field trips, class assignments, etc., the series will often visit the jungle. Sure, the pumas are dangerous... but it's the squirrels ya really have to watch out for... especially Bucky!

### CONTENT - OR - MAKE THE SHOW AS FUNNY AS THE MOVIE

Listen everybody, my movie was damn funny. Screw the box office. Did you track the video sales? Boo-yah! So let's not re-invent the wheel here. Let's take our cue from our good friends across Riverside and maintain some of the pacing and devices that made the movie such a hit. Like...

### FUNNY RULES

My series is made up of one 22-minute or two 11-minute stories. This is a funny show. Ya know, with jokes. Simple stories with lots of jokes – not lots of story and no jokes. And where do the jokes come from? Look, with characters like these it goes without saying that the comedy should come from character attitude – not punch lines. And this doesn't mean the jokes are all verbal. Let's keep the comedy physical.



When it comes to me, Kuzco, keep me funny. Not annoying. While my character may come across as self-centered and uncaring, uh... please put a comical and sympathetic twist on it. Remember, deep inside I have a caring, feeling soul. Really. I do. And besides, it's my show and I can have you publicly humiliated.

### NARRATION

The show is narrated by me. Isn't that great?! I often open and close the show (especially in the 22-minute episodes). I occasionally interrupt the stories just enough to be funny but not so much that I become annoying. It's important to note that I never talk to camera (except in the "stop the show" sequence below).

### YZMA'S POTIONS

The bane of my existence – the potions. Though I don't really encourage it, you should probably turn me into things as often as possible. Animals are good. But I can also turn into furniture or a rock or Malina's hair brush (hottie hot hottie). Chances are, no matter what potion comes my way, Kronk will somehow screw it up.



### STOP THE SHOW!

The “show” can be stopped and the image frozen at any time to put the spotlight back on me, clarify a story point, address a bs&p note, or any other reason that is helpful or funny. Just don't abuse it. Never more than once or twice per show.

### LINGER

Let the camera linger on scenes. Don't be in such a rush to get on with the story. Linger on the characters to see how they handle an awkward pause. Consider starting a scene early or continuing a scene a little longer so we get a glimpse of the characters in their everyday lives (especially Malina's), not just servicing the current crisis.



### THE “WHAT'S WITH THE CHIMP AND THE BUG?” FACTOR

What's with the chimp and the bug? Where'd that squirrel get a balloon? How'd Kuzco and Pacha get back before Kronk and Yzma? Uh... I know... who cares?! Let the characters point out story cheats so the audience knows we get it. If a character needs a prop, give it to him. And every now and again, have something happen for no reason (“That's weird”). Stay ahead of the audience and keep them guessing. Spend your time making it funny... not figuring out how to make it work.

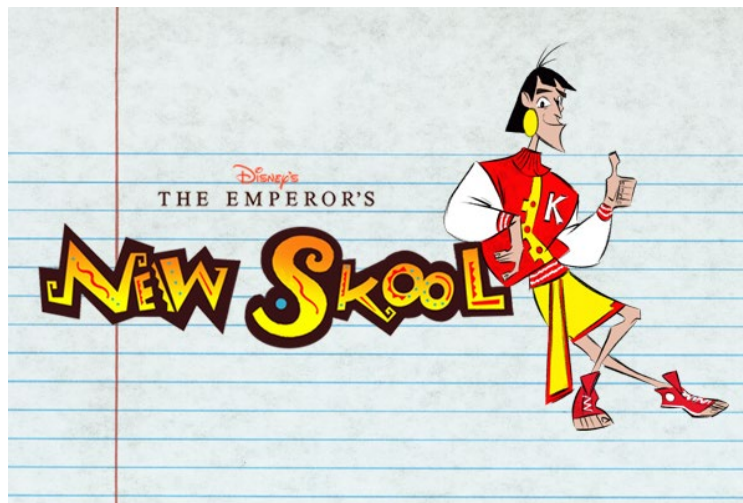
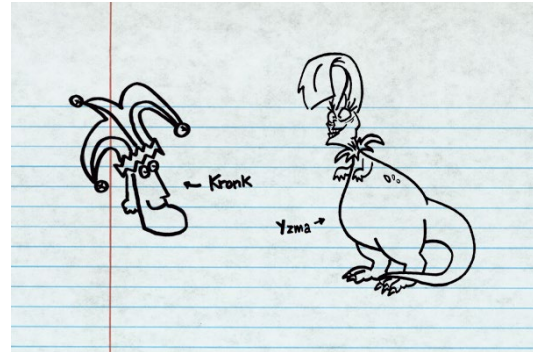


### WHAT WERE WE TALKING ABOUT AGAIN?

One of the reasons we need to keep the stories simple is that these characters tend to talk a lot. And by that I mean digress. Conversations take an exit to silly-ville before getting back on the road. Also, I, Kuzco, occasionally lapse into daydream monologues as the inane chatter of another character (especially Yzma) fades into the background. And as for Kronk, well, he often confides in his shoulder angel/devil before making a move (though they are little to no help).

### KUZCO'S DOODLES

Here's a little something that's just for the series. Every once and a while, the show breaks out of its standard animation style for a little inset "Flash" piece I like to call "Kuzco's Doodles." This is where I get to work out my anger issues on a piece of notebook paper. The animation is very limited as most of it is just my drawings. And, here's the fun part, I get to mock the others as I do all the voices.



Well, that's the end of the story bible memo. Thanks for reading my royal ponderings!

Boo-yah!

Kuzco



## ADDENDUM

The following pages act as a supplement to the bible. This is an exhaustingly thorough conglomeration of information designed to amuse, confuse and inform. If ya got any questions, feel free to call 1-800-ask-bobs (actually, don't call that number 'cuz I think it's a brokerage firm). Anyhow, included in this tome are:

- Complete character list with brief descriptions
- Dialogue samples for feature characters
- Complete location list
- Peru reference
- Moving Forward Document
- Episode structure
- Script format
- Sample cast page
- Original pilot script

## **CHARACTERS**

The following is a list of characters being created for the design pack of the series. Please try to keep your script and board “production friendly” by using these characters rather than creating new ones. Please call them by the names listed here.

### **MAIN CHARACTERS**

**KUZCO** – the self-centered star of the show. It’s all about him.

- TO MALINA – always trying to impress her.
- TO YZMA – very condescending.
- TO KRONK – treats Kronk like a child or puppy.
- TO PACHA – tries to act like a know-it-all in front of him, but admits Pacha knows best. Pacha is foster father to Kuzco.

**MALINA** – Smart, sassy and flirty, she keeps Kuzco’s attitude in check.

- TO KUZCO – sees him more as a friend and comical curiosity.
- TO KRONK – she’s totally in love with Kronk. But does she really know him?
- TO BOYS – she likes boys and they make her completely awkward.

**YZMA** – evil, obsessed, and slightly psychotic. Though old, she’s still quick on her feet.

- TO KUZCO – he’s the pebble in her high heels.
- TO KRONK – co-dependent relationship. She needs somebody to shove around.

**KRONK** – a complex person. He’s not dumb, just slow and focused. His hobbies include cooking, bird watching, and volunteering for the Junior Chipmunks. He sleeps with a teddy bear. His one-track mind allows him to be easily distracted. He is very knowledgeable in a Boy Scout sense.

- TO KUZCO – he likes Kuzco – sort of a Fonzie/Richie relationship.
- TO MALINA – Sure, Kronk likes girls, but he has other things on his mind.
- TO YZMA – he obeys his employer, but also points out her flaws.
- **SHOULDER DEVIL KRONK & SHOULDER ANGEL KRONK** – They’re no help. Usually, they just argue with each other, rarely addressing the problem at hand.

### **PACHA’S FAMILY**

**PACHA** – nice but firm. The true paternal figure in the show.

**CHICHA** – voice of reason. A fighter.

**CHACA** – tries her hardest at everything. She’s not perfect, just strives to be.

**TIPO** – wants to outdo Chaca, but is always flawed at his attempts.

**CUTI** – the new baby, just bites things. Super strong.

**MISTY** – Pacha’s favorite llama. Gentle. But can really run if she has to.

### **YZMA’S FAMILY**

**ALLIGATOR** – Yzma’s pet. Is loyal to whoever’s feeding him. No dialogue.

**MYZMA** – Yzma’s older sister. Makes rare appearances. Uses a walker.

**AZMA** – Yzma’s mother. Makes even rarer appearances. Has a Rascal<sup>®</sup>.

### **KRONK’S FAMILY**

**MAMA KRINK** – a big athletic woman, great cook, very focused.

**PAPI KROINK** – a little man who thinks slowly and out loud.

**KRINKA** – Even bigger and stronger than Kronk. Bad cook.

**KRANK** – Kronk’s practical joker little brother.

### **MALINA’S FAMILY**

**MRS. OCLLO** – Malina’s mother, very protective of her daughter.

**LAMINA** – Sister. The wild one.

### **MALINA’S CHEERLEADER FRIENDS**

**CUXI** – Cheerleader Friend #1, the gossip.

**CURI** - Cheerleader Friend #2, the “no way” one.

**CUCA** - Cheerleader Friend #3, the questioning one.

### **KINGDOM CHARACTERS**

**THE ROYAL RECORD KEEPER** – keeping track of Kuzco’s progress. Zips in and zips out to keep things on track. Note: he is above Yzma in authority and will sometimes step in as referee when things are looking suspicious.

**KINGDOM GUARDS** – Always available at a “snap” of Kuzco’s fingers. They also carry him around on his sedan when needed.

**TOM ( THE THEME SONG GUY)** – Court composer.

### **VILLAGE CHARACTERS**

**ROCA** – the strict village leader, does everything by the book. He often disagrees with Pacha’s more casual view of village operations. A potential villain as he has always had his eye on Pacha’s prime hilltop real estate.

**THE TWO OLD CHECKERS MEN** – the village gossips.

- TOBO, the fat one. Always cheats.
- IPI, the thin one. A better cheater than Tobo.

**VARIOUS VILLAGERS** – see design pack for exact call outs.

**GENERIC LLAMA’S** – see design pack for exact call outs.

### **SCHOOL STAFF CHARACTERS**

**MATA** – as the cafeteria lady. She was the diner waitress from the feature.

**UPUP** – the old and slow janitor. He was the “old man with cane” from the feature.

**MICOS** – the homeroom teacher, male, fanatically serious about the school’s ridiculous subjects. His comic trait: he always shouts the last word of his sentences. Odd, huh?

**COACH SUWEATY** - the gym teacher, a real ball buster. She’s quick to remind you that she pronounces her name: “sweety.”

**MR. PURUTU** - the student counselor. Depressing, downer of a fella who sees no reason to strive for academic success in this oppressive monarchy.

**MISS SAPALLU** – the school nurse. I hate to be cliché, but she’s a bombshell.

**VARIOUS TEACHERS** – see design pack for exact call outs.

### **FEATURED STUDENTS**

**CAVA** – male; the bully.



**MANI** – female; shy, introvert.

**YU & TU** – male twins; silent observers, of few words.

**GUAKA** – male; overweight, Kuzco’s biggest fan.

**PISCO** – young female; not so bright but likable.

**EXTRA TEEN & YOUNG STUDENTS** – see design pack for exact call outs.

### **JUNGLE CREATURES**

**BUCKY** – the squirrel. Bucky’s dialogue is very baby talk (For example, “Goo-goo-bu-kah?” means “would you like a nut.”) Also, Bucky can pull anything he needs out from behind his back. In the movie, of course, it’s a weenie balloon.

#### **OTHER CREATURES SEEN IN THE FEATURE:**

- JAGUAR
- MONKEY
- BUG
- BAT
- SCORPION
- CHAMELEON
- CONDOR
- SNAKE
- CUTE BIRDS

## DIALOGUE SAMPLES

When writing dialogue, keep in mind Groove director Mark Dindal's "Four P's":

- Performance
- Pitch
- Pause
- Pacing

The comedy from this series does not come from a set-up/punch-line structure. It comes from character and rhythm. For example, awkward pauses are filled with small talk:

KUZCO: *"So... he seems... nice."*

YZMA: *"He is."*

KUZCO: *"He's what? In his late twenties?"*

YZMA: *"I'm... I'm not sure."*

Here are comments and samples for the three main characters from the feature:

### **KUZCO**

- The narrator.
- Sometimes stops the show and pops up in foreground to make comments and mark on the screen.
- Acts immature: *"La-la-la... I'm not listening."*
- Will sometimes have a brief "on screen" conversation with "narrator" Kuzco. This happens rarely and only in key emotional moments
- We often hear his thoughts. For example:
  - When gazing at someone talking: *"What is he babbling about? He's like the thing that wouldn't shut up."*
  - When staring at Yzma: *"Whoa... look at those wrinkles. What is holding this woman together?"*
- Gives laundry lists to clarify himself. For example:
  - When firing Yzma: *"Uh, how else can I say it? You're being let go. Your department's being downsized. You're part of an out placement program. We're going in a different direction. We're not picking up your option. Take your pick. I've got more."*
  - When looking at the brides: *"Hate your hair. Not likely. Yikes. Yikes. Yikes. And let me guess... you have a great personality."*
- Talks "baby or pet talk" to Kronk: *"Very good, Kronk. Here, get the snack."*
- Talks down to Yzma: *"Soooo... who's in my chair?"*
- He doesn't like to be touched: *"Whoa! No touchie. Noooo touchie. No touch."*
- Various Kuzco samples:
  - *"Boom-baby!"* or *"Boom-bam-baby!"* or *"Boo-yah!"*
  - *"Would you take a look at that? Pretty pathetic, huh?"*
  - *"Oh look at me! That's me as a baby!"*
  - *"This – not this – this – not this – winner – loser!"*
  - *"Okay, gang, check out this piece of work. This is Yzma, the Emperor's advisor, living proof that dinosaurs once ruled the earth."*

- *"The folksy, peasant look."*
- *"Okay, gang, check out this piece of work."*
- *"Look at those wrinkles."*
- *"Boo-yah! Welcome to Kuzko-topia! My ultimate summer getaway. Complete with water slide."*
- *"Hmm... don't know, don't care."*
- *"I'd pick up some change of address forms on the way home."*
- *"Bye-bye. Boo-hoo."*
- *"Hey, Kronk, can you top me off, pal. Be a friend."*
- *"Uh... what's with the chimp and the bug? Can we get back to me?"*
- *"My face! My beautiful face! I'm an ugly, stinky llama. (sobs) Llama face."*
- *"Scary jungle. Right. Oh! A leaf! It might attack me."*
- *"And that'sssssssssssssss... bad?"*
- *"Thanks for that. I'll log that away."*
- *"Toodles."*
- *"Oh, boo-hoo, now I feel really bad. Bad llama."*
- *"Ooo, yeah. Look at me and my bad self. I snatched you right out of the air. Ooo, I'm a crumbly canyon wall and I'm taking you with me. Well, not today, pal. Uh-huh. Uh-huh. Uh-huh-uh-huh-uh-huh."*
- *"Kill me? The whole world revolves around me."*

## YZMA

- Pitch! Lots of fun highs and lows in her performance. When excited, her performance is bright and high. When angry, it's low and coarse.
  - *"You really should have thought of that before you became peasants!"*
  - *"What?! A llama! He's supposed to be dead!"*
  - *"Who does that ungrateful little worm think he is?!"*
  - *"Brilliant!"*
  - *"Or, to save on postage, I'll just poison him with this!"*
  - *"Yes, Kronk. Riveting."*
  - *"Tell me Kuzco's dead. I need to hear these words."*
  - *"Tell us where the talking llama is and we'll burn your house to the ground."*
- Here are two examples of Yzma's ridiculous scheme speeches:
  - From the movie: *"Ahhh, how should I do it? Oh... I know. First I'll turn him into a flea. A harmless little flea. Then, I'll put that flea in a box. Then I'll put that box inside another box. And then I'll mail that box to myself and when it arrives... I'll smash it with a hammer! It's brilliant, brilliant, brilliant!"*
  - From the pilot: *"Oh, I know. First I'll turn him into a hippopotamus. Then I'll put that hippo on a diet. Then I'll invite the hippo over for dinner. And when he gets here, I'll feed him and feed him and feed him until he gets so fat he can't even move! It's brilliant brilliant BRILLIANT!"*

## KRONK

- Pacing! Kronk's more monotone performance is offset by his odd pacing. We hear his thinking process, his jokes to himself, his unedited thoughts, etc.
- Repeats phrases or words to make sure he understands.
  - *"Oh right... the poison. The poison for Kuzco. The poison chosen especially for Kuzco. Kuzco's poison. (beat) That poison?"*
  - YZMA: *"Or, to save on an excessive grocery bill... I'll just turn him into a turtle!"*  
KRONK: *"Yeah, they don't eat as much. Turtles."*
- Sometimes makes small talk to cover or distract.
  - Kronk making small talk in order to distract Kuzco: *"Hey, did you see that sky today? Talk about blue."*
- Kronk hums his own made-up theme music when he is on a secret mission.
- When falling down stairs, instead of saying "ouch, oof, etc.", he lists the parts of his body being hit: "Back. Elbow. Shoulder."
- When tossed o.s., he always lets us know he's okay.
- Devil/Angel can appear on Kronk's shoulders in times of crisis. Note that the devil and angel accomplish nothing. They just argue with each other and rarely address the problem at hand. Also, remember, that nobody else sees or hears the Devil and angel, so it's fun to get some reaction shots from other characters as Kronk stands there and babbles to himself.
- Can communicate with squirrels.
- Here are Kronk samples:
  - *"Riiiiiiiiight."*
  - *"Oh yeah, I thought we'd start off with a light salad and then see how we feel after that."*
  - *"You know, in my defense, your poisons all look alike. You might think about relabeling them."*
  - *"No, no, it's not you. She's not the easiest person to get along with. There's a wall there. Trust me."*
  - *"Break it down? Are you kidding me? This is hand-carved mahogany."*

## **LOCATIONS**

The following is a list of locations being created for the design pack of the series. Please try to keep your script and board “production friendly” by using these locations rather than creating new ones. Please call them by the names listed here.

- **KUZCO ACADEMY**
  - EXTERIOR
    - LLAMA FOUNTAIN
    - KUZCO STATUE
    - ENTRANCE
    - CLOCK TOWER
    - SERVICE ENTRANCE
    - MAIN HALLWAY (NO LOCKERS)
      - KUZCO FLOOR MOSAIC
    - HALLWAY (WITH LOCKERS)
    - MAIN STAIRWELL
    - KUZCO’S LOCKER
    - GENERIC LOCKER
    - GENERIC CLASSROOM
  - HOMEROOM
    - CHALKBOARD
    - MR. MICO’S DESK
    - SEATING CHART
  - PRINCIPAL AMZY’S OFFICE
    - ENTRANCE TO AMZY’S OFFICE
    - AMZY’S DESK
    - BALCONY
    - ENTRANCE TO SECRET LAB
  - SCHOOL AUDITORIUM
  - COUNSELOR’S OFFICE
  - BOY’S BATHROOM
  - GIRL’S BATHROOM
  - NEWSPAPER CLASSROOM
  - GRAFITTI CORNER
  - SCHOOL YARD MESA
  - CAFETERIA
    - ENTRANCE HALL
    - FOOD LINE
    - INDOOR EATING AREA
    - OUTDOOR EATING AREA
    - VENDING MACHINES
    - KITCHEN
    - STORAGE ROOM/FREEZER
  - LIBRARY
    - ENTRANCE



- MAIN ROOM
  - STACKS
- GYM
  - BASKETBALL COURT
  - SWIM GYM
  - LOCKER ROOM
  - SHOWERS
- SOCCER STADIUM
  - BLEACHERS
  - BELOW BLEACHERS
  - SIDELINES
- CART PARKING LOT
- EXTERIOR STEPS
- **SECRET LAB**
  - ROLLER COASTER JOURNEY
  - LANDING AREA
  - POTION AREA
  - POTION CABINET
- **PACHA'S VILLAGE**
  - ESTABLISHING OF VILLAGE
  - PATHWAY UP TO PACHA'S HUT
  - PACHA'S HUT
    - EXTERIOR ENTRANCE
    - BASEMENT
    - MAIN FLOOR
      - ENTRANCE
      - KITCHEN
      - DINING TABLE
      - WINDOW
    - ATTIC
      - BUNK BED
      - SKYLIGHT
    - KUZCO'S CORNER OF THE ATTIC ROOM
  - LLAMA MEADOW
  - ROCA'S HUT
  - CHECKERS GUYS PATIO
  - GENERIC HUT
- **KINGDOM**
  - ENTRANCE TO WALLED KINGDOM
  - PALACE
    - ENTRANCE BRIDGE
    - ENTRANCE
  - INTERIOR PALACE

- MAIN ROOM
  - THRONE
  - DINING ROOM
  - KUZCO’S BEDROOM
- MARKET PLACE
- PALACE STAIRS
- PALACE WALKWAYS
- **JUNGLE**
  - ROPE BRIDGE
  - WATERFALL
  - SUNNY LITTLE RIVER
  - SCARY LITTLE RIVER
  - SUNNY PATH PAN
  - SCARY PATH PAN
  - LONELY PLACE
- **PATH TO SCHOOL**
  - PATH DETAIL
  - INTERSECTION DETAIL
- **CURRENCY** – The official currency of the kingdom is “Kuzcoins”

## PERU

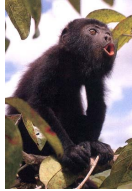
Keeping the series design and content indigenous to Peru as much as possible will help the series unique and distinctive in look and content.

ANIMALS – When turning Kuzco into something, think:

- Manatee
- Tapir



- Capuchin monkey
- Howler monkey



- Spider monkey
- Capybara



- Chinchilla



- Coati
- Anteater
- Armadillo
- Condor



- Otter
- Guanaco & Alpaca & Llama
- Hummingbird
- Jaguar

- Kinkajou



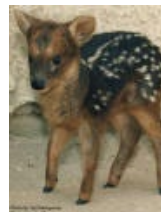
- Maned wolf
- Marmosets & Tamarins



- Opossum
- Pampas deer
- Peccary



- Peruvian penguin
- Pudu



- Puma
- Sloth



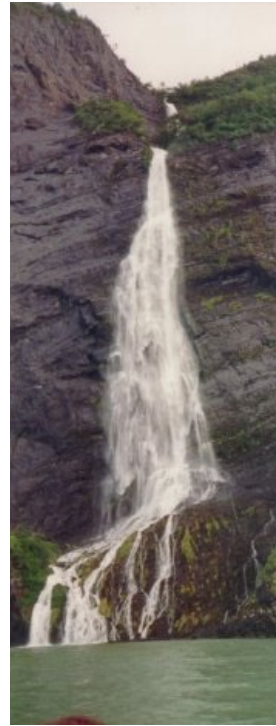
- Fur seal
- Sea lion
- Spectacled bear
- Tamandua



- Toucan

- Vampire bat

LANDSCAPE – When describing locations, keep the country of origin in mind:





## **MOVING FORWARD DOCUMENT**

*The following document was created by the development department. It reflects the results of the focus testing and the agreed upon direction of the show. It is included here so that all involved understand the network's expectations of the series.*

### **Research Findings and Action Plan November 1, 2004**

#### **Series Description**

A unique comedy about Kuzco, a spoiled teen who must survive the trials of Incan public school and pass all of his classes so that he can officially become Emperor. His friend, Malina, keeps his attitude in check, while Yzma and Kronk are out to make sure Kuzco fails.

#### **Pilot Research Highlights**

##### **Overall Appeal**

Globally, *New Skool* received a very good response from both boys and girls, ages 7-10.

##### **Characters**

The characters were well-liked. Kuzco is the top favorite, followed closely by Malina and the ever-stupid Kronk. Some French girls felt Kuzco was too selfish. Yzma was well-liked, but some thought she could be more menacing. In the US, some kids wanted to see Pacha and his family in the series. In the UK and Germany, some older girls wanted to see more relationship driven scenarios.

##### **Strengths**

The funny and familiar characters, the new twist on the relatable school world, the combination of witty and physical humor, and the creative means of storytelling such as freezing the picture and talking directly to camera were all strengths of the program.

##### **Improvements**

Even though kids saw this as a comedic show, some wanted to see slightly more action sequences and would like to see Yzma be a bit more menacing. Some kids also wanted to see some storylines venture outside of the school. In the US, some mentioned wanting to see Pacha and his family playing a role in Kuzco's life. Some also felt Kuzco should have a friend or a group of friends.

## Pilot Research Specifics

### Appeal to Target Demo

Most kids claimed that *Emperor's New Skool* was for both boys and girls. Most also felt the show was for all ages. Most all kids were familiar with and enjoyed the related feature film, *Emperor's New Groove*.

### Humor

Kids felt *New Skool* was very funny. They enjoyed the combination of physical gags, witty banter, and unexpected humor such as Kuzco's narrator antics. They liked Kuzco's wise guy persona and Kronk's over-the-top stupidity. Physical gags such as Yzma's traps going wrong and seeing Kuzco's underpants were also favorites.

### Action

Kids were split on the amount of action that was in the show. Kids in France and the UK felt there was plenty of comedic action in the pilot. In the US, kids felt there was very little action, but generally did not see this as a problem since they saw *New Skool* as a comedy. In Germany, children wanted to see more action and adventure, possibly centered on the rivalry between Kuzco and Kronk/Yzma.

### Characters

Kids responded positively to the characters in the pilot.

- **Kuzco** was very well-liked by both boys and girls of all ages because of his wise guy attitude and because he was "super funny." In France, some girls felt Kuzco's selfish nature could go too far and they suggested he should show his nice side once in a while.
- **Malina** was well-liked among both boys and girls. Girls liked her because she was "nice," "smart" and "a cheerleader." Boys responded to her because she was "cheerful," "pretty," and "a cheerleader." Most kids responded to the antagonism in the relationship between Kuzco and Malina and thought they should be friends, but that they should not date.
- **Kronk** was liked as the "funny and stupid" guy by almost all kids. They felt he was "both a good and a bad guy" or "mean but in a funny, stupid way." Boys responded to his physical strength and some said he could be "even stupider."
- **Yzma** was liked as the villain by most kids. Some, particularly boys, said she could be even more threatening. Kids liked the relationship between Yzma and Kronk. They liked how their "plots go wrong" and how Yzma gets frustrated with Kronk.

## **Series Recommendations**

In summary, boys and girls of all ages responded enthusiastically to the premise, story, characters, humor and relationships. We strongly recommend proceeding with production of the series and suggest the following series guidelines:

### **SERIES FOCUS**

- The series will focus on Kuzco's need to pass his classes to become Emperor, and his ensuing struggles with classes, social situations, interpersonal relationships, and the ridiculous plots of Yzma and Kronk.
- Malina will have a prominent role as a strong, aspirational girl character. A female main character is important to our Disney Channel audience, so we will give her a significant role in most scripts and feature the funny and complex relationship between Kuzco and Malina throughout the series.
- This is a true "Situation-Comedy," therefore the stories will revolve around ridiculous predicaments Kuzco finds himself in and the forces that are working against his success, including; Yzma, Kronk, dumb luck, and Kuzco's own selfishness and hubris.
- About half of the episodes will be comprised of two 11-minute segments that feature fun, simple situations. The other half will be 22-minute stories that are more theme and relationship driven.

### **TONE AND HUMOR**

- This series will tell kid-relatable stories that are resolved in funny, offbeat ways.
- The tone is fun, quirky, original and self-aware.
- The stories should be relatively simple to showcase the character-driven comedy.
- We will continue to use a blend of physical gags, witty dialog, and creative asides like those found in the pilot and the feature film (e.g. Kuzco's Doodles, freezing the shot to address the camera, letting conversations go off on tangents, self-aware story cheats, etc.)

### **CHARACTERS**

- **Kuzco** will remain very similar to his character in the movie and the pilot. He is spoiled and self-obsessed and we draw a lot of comedy from these qualities. Despite the plots of Yzma and Kronk, Kuzco is often his own worst enemy. His cocky attitude and over confident nature make social situations difficult and exacerbate his predicaments. Kids root for Kuzco because he is in the relatable situation of feeling awkward and out of place in his new school. He overcompensates by trying to make people think he has everything figured out. His friends find this aspect of his personality difficult to deal with, but they

know that, deep down, he's a good guy. To help better fit the Disney Channel brand promises, we will see plenty of glimpses into Kuzco's softer side and his struggles with interpersonal relationships. This nice side should add to his appeal, but not take away from the humor of the character and the series.

- **Kronk** will remain as he is in the pilot and movie. His blend of dimwitted villain and loveable guy-next-door will bring tons of humor to the series. In some episodes we may be introduced to Kronk's family.
- **Yzma** will remain very similar to her character in the pilot. We will amp up her evil qualities to keep her as threatening as she was in the feature.
- **Malina** will have a much larger presence in the series than in the pilot, providing a central, aspirational girl character. Malina is a good friend to Kuzco, but is also the source of comedic frustration for him. Kuzco has a crush on Malina, but Malina likes his nemesis, Kronk. Also, Malina is always ready to get in Kuzco's face and point out the selfishness and stupidity his actions. She brings a sassy, tell it like it is, observational humor to the show.
- **The Royal Record Keeper** will continue to be the referee of Kuzco's status as a student and potential Emperor. He will play a minor role in most episodes.

#### **CHARACTERS TO ADD INTO THE SERIES**

- **Pacha and his family** are Kuzco's surrogate family. Kuzco has moved in with them since being booted out of the palace, which provides a strong presence of family and another venue for new, kid-relatable conflicts.
  - **Pacha** is Kuzco's father figure and best friend. Pacha is patient enough to understand that Kuzco has a good side, but that doesn't mean they don't have plenty of conflicts.
  - **Chicha** is Pacha's wife and a no-nonsense, multi-tasking super mom. No one can get anything by her—not her kids, not Pacha, and definitely not Kuzco.
  - **Chaca** is only ten, but she's much smarter than Kuzco. When Kuzco is in trouble, Chaca and her brother Tipo are great allies. But if Kuzco is stepping out of line, Chaca will call him out.
  - **Tipo** is six years old and has a wild imagination and a zest for life. He can be fun for Kuzco to have around, until he starts talking about his idol: Kronk!

- **The baby** was born just as the film ended. He doesn't talk, but he's strong as an ox and always getting into trouble.
- **Friends** – We will add a set of regular students for Kuzco to hang out with, being careful not to overlap the qualities of Kronk and Malina.
- **Other characters** – Kuzco's world is populated by a variety of characters, including: Mata, the cafeteria lady; Bucky, the cute squirrel from the feature; other jungle creatures; and assorted school faculty and staff.

## **SETTING**

- The series has five main settings. We will visit each of them often to vary the story content and structure.
  - **Kuzco Academy** – Much of the series takes place in this all-inclusive, all-age campus. Most of the classes will parallel real school subjects, but reflect the nature of the series and the setting, such as Kuzcology and Peasant Sciences.
  - **Pacha's House/Village** – This simple setting is Kuzco's new home, and he really misses the trappings of his palace. While the era is ancient Incan, when we need a modern household convenience, we'll provide one using the materials of the day.
  - **The Palace** – Kuzco's home sweet home is off limits to him in this series, but he can usually sneak his way back in when he needs to.
  - **Yzma's Secret Lab** – The secret lab is not that big of a secret and can be accessed from most locations (via a rollercoaster, suction tube, slide, elevator or simple door). Yzma works out many of her plans here and Kuzco must often sneak in to undo what she has done.
  - **The Jungle** – This is the creepy, unknown sector of the world and is perfect for funny action scenes. Kronk feels right at home here and loves conversing with the animals. However, Kuzco finds the jaguars, anacondas and quicksand to be less than agreeable.
- Responding to research, we will set many stories at locations other than Kuzco Academy. Storylines will likely include field trips, treks into the mountainous jungle, visits to Kronk's boyhood home, etc.
- The world is ancient with a modern feel.
- Because Kuzco once ruled the land, we will incorporate visuals and naming conventions that reveal his self-obsessed ruling style. There will be many statues and banners commemorating his rule and various buildings and geographical features that bear his name.



### **SERIES TITLE**

- We will explore new titles for the series. The concern has been raised that using the improper spelling of school in the series title may be inappropriate for a Disney Channel show.

### **PRODUCTION STYLE**

- This is a 2D series, with designs based on the original feature. To adapt the film to TV, we will use a slightly flatter, more graphic design style. There will be some use of color cards and semi-descript backgrounds to allow the characters and the humor to stand out.
- The recurring sequence “Kuzco’s Doodles” may be animated in Flash. The animation style is purposefully limited to indicate that Kuzco is drawing these scenes in his notebook. This sequence will be used in one quarter to one third of the episodes. Each Doodles sequence will be roughly a minute in length.

## **EPISODE FORMAT**

### **TWO 11-MINUTE STRUCTURE:**

:60 Main Title  
:10 Mini-main title  
4:50 Episode 1 – act 1  
**BREAK**  
5:30 Episode 1 – act 2  
:10 Mini-main title  
4:50 Episode 2 – act 1  
**BREAK**  
5:30 Episode 2 – act 2  
**BREAK**  
:30 Credits

### **ONE 22-MINUTE STRUCTURE:**

:60 Main Title  
:10 Mini-main title  
5:50 Act 1  
**BREAK**  
9:00 Act 2  
**BREAK**  
6:00 Act 3  
**BREAK**  
:30 Credits

## **SCRIPT FORMAT**

The scripts are the blueprint of the entire production. They supply the board artists with descriptions of action and dialogue, and the casting department with a cast list and dialogue script. Your sluglines will inform the layout artist of all the background needs. The prop designer will search the script for all prop needs. The character designer will need a list of all characters and any special poses or costumes.

Because the script is the blueprint for each cartoon, a consistency to format is necessary for a smooth production. Please follow these guidelines:

### **EACH HALF-HOUR EPISODE MUST CONTAIN:**

- Approved educational content.
- Approved BS&P.
- Opening junior Chipmunk Vocabulary word.
- Closing Kuzco's report card.
- A "Kuzco's Doodles." (approx. :45 to 1:00 long)
- Kuzco "stops the show," pops up, and speaks to the audience.
- An awkward lingering scene where small talk is made to fill up time.
- A secret appearance of Bucky the squirrel.
- The Royal Record Keeper.

### **THINGS TO KEEP IN MIND WHEN WRITING:**

- Keep Kuzco sympathetic – he's a likable ass.
- Keep the population low. Focus stories on Kuzco, Malina, Yzma and Kronk.
- Keep incidental dialogue to a minimum.
- Use characters from the design pack. Call characters out by name. Do not invent new characters unless essential to the story.
- Use layouts from the design pack. Call locations out by name. Keep new locations to a minimum.
- No crowd scenes unless absolutely necessary.
- This is a flat show so keep the physical events in your script simple enough so they can be staged clearly. A question to always ask yourself: would this read in silhouette?
- Highs and lows. Design sequences, especially gag sequences, with peaks and valleys. Remember, a loud noise is a lot louder when preceded by silence.
- No drizzle. Sunshine is good. Thunderstorms are good. Drizzle is annoying. In other words, push the extremes. If Kuzco and Malina are going on vacation, Malina would either have a pile of twenty suitcases or one tiny handbag. Not just a couple of suitcases. Avoid drizzle.

**TITLE/CAST PAGE** – The title/cast page should include the title, production number, and proposed show length (11 or 22). It should also include:

- Character names (including characters with no dialogue)
- Number of dialogue lines

- List of special poses
- Any special needs of the episode, such as:
  - Short song sequence
  - Complex effects
- Short story synopsis.

FORMAT – Here are some items to keep in mind regarding format:

- Scripts are to be written using Final Draft.
  - Second draft changes will be indicated with an (\*)
  - Third draft changes will be indicated with an (\*\*), etc.
- All dialogue must be written as dialogue and have an assigned line number, do not hide “coughs” and “laughs” and “yawns,” etc. in the description.
- Capitalize CHARACTERS first appearance and any special poses.
  - A special pose is anytime the character appears in a special costume or is physically altered (e.g., KUZCO WEARING A CHEF’S HAT or KUZCO BURNED MATCHSTICK CRISP).
- Capitalize all PROPS.
  - A prop is any item that moves (e.g., Kuzco picks up a ROPE and tosses it into a BUCKET). Do not capitalize items that are part of the background and do not move (e.g., Kuzco takes a look at Malina’s picture on the wall, beams a smile, then exits through the DOOR).
- Capitalize all OVERLAYS.
  - An overlay is an element that lays over the background allow the character level to exist behind it (e.g., Kuzco tiptoes across the storage room, behind an O.L. PILE OF CRATES, and to the back door).
- Capitalize and put in carrots all <SOUND EFFECTS>. Sound effects in the script phase are to help the board artist picture the physical action, suggest timing and ensure that the action won’t overlap the dialogue. However, please don’t go overboard on sound effects as the script is never referenced once we’re in post. Here is an example from the pilot script: *“Kronk runs left-to-right, in cartoonish silhouette, over the two hills <BWOOP-BWOOP>, enters the house <DOOR SLAM>, quick <BLENDER SFX>, exits the house <DOOR SLAM>, then runs right-to-left over the two hills <BWOOP-BWOOP>.”*

DESCRIPTION – Description of action must be as thorough as possible and reflect true screen time and screen action. Please visualize the characters performing the actions you are writing, and describe these actions completely and visually. Do not write “Kuzco chases Kronk down the street.” This could easily be a 1-minute gag sequence. The script should describe the chase and every gag. Here are some other things to keep in mind.

- SLUGLINES. A slugline should exist for every major change in location. For example, if you are establishing Pacha’s house, then cut to the front door, do not have it all under the slugline: “EXT. PACHA’S HOUSE – DAY”. When you cut closer, you should add another slugline: “EXT. PACHA’S FRONT DOOR – DAY” or “CLOSE ON FRONT DOOR”. Do your best to keep sluglines consistent throughout the script and series. Don’t call the same location by two different names. This helps the production and dual crews not duplicate work.

- **DESCRIBE GAGS.** For example, do not write: “Kuzco tosses a bunch of FUNNY STUFF out of a SUITCASE.” Rather, you need to describe each item: “Kuzco tosses an ACCORDION, ICE PICK, KITCHEN SINK and CANNONBALL out of a SUITCASE.” It’s helpful to be aware of what props already exist and make use of them. The more we can re-use, the more time can be spent designing new props and backgrounds that are really needed.
- **SIZE COMP.** Keep in mind the sizes of characters and their relationships to each other, especially when Kuzco gets turned into an animal. Be true to the size of that animal in relation to the world around it.
- **FLOOR PLANS.** If a floor plan exists for the area you are writing, please honor it. No where doors, windows, tables, etc. are so that action is written with this in mind. This will help the board artists and overseas animation.

**DIALOGUE** – See the Dialogue Sample section of this addendum.

- Dialogue includes snores, yawns, laughs, etc. These should appear as dialogue and not be buried in description. They must have line numbers so they can be recorded and tracked through the process.
- Character attitude over set up/punch line jokes. And remember the four P’s:
  - Performance
  - Pitch
  - Pause
  - Pacing

**CAMERA CALL OUTS:**

- Use FADE OUT and FADE IN at commercial breaks.
  - 11-minute scripts have one break (see episode format).
  - 22 minute scripts have to breaks (see episode format).
- Use X-DISSOLVE for a long passage of time or emotional scene changes.
- Use CLOCK WIPE for a quick passage of time.
- Use WIPE for change of location.
- Use TRUCK IN and TRUCK OUT to describe in and out camera movement.
  - Indicate SLOW or GENTLE TRUCK IN for establishing shots.
  - Indicate SNAP TRUCK IN or SNAP TRUCK OUT for quick moves.
- Use PAN or PAN WITH or PAN FOLLOWS for left/right camera movement.
- ZIP PAN for a quick, blurred camera pan.
- Use PULL FOCUS to indicate a change in depth of focus.
- Use O.L. to indicate an overlay. For example: “O.L. TREES gently slide left and right to reveal the pathway and lonely Kuzco walking home.”

Oh yeah, do all this and, uh, also don’t miss your deadlines. Thanks.

## SAMPLE TITLE/CAST PAGE

Disney's  
THE EMPEROR'S NEW SKOOL

**"Title here"**

(prod# xxxx-xxxx)

9:50

### **CAST LIST**

#### EXISTING CHARACTERS:

- **KUZCO**                      **64 lines.**      Also appears: AS A HAMSTER; IN SCHOOL OUTFIT BLACKENED WITH SOOT; IN SCHOOL OUTFIT SQUASHED LIKE AN ACCORDION; IN VILLAGE OUTFIT COVERED WITH MUD
- **MALINA**                      **23 lines.**      Also appears IN VILLAGE OUTFIT COVERED WITH MUD.
- **YZMA**                      **13 lines.**
- **KRONK**                      **12 lines.**      Also appears: DRESSED AS A XMAS TREE; DRESSED AS A CACTUS.
- **ANGEL KRONK**                      **4 lines.**
- **DEVIL KRONK**                      **4 lines.**
- **PACHA**                      **17 lines.**      Also appears: COVERED IN MUD.
- **ROYAL RECORD KEEPER**                      **2 lines.**
- **CUXI**                      **1 line.**
- **CURA**                      **1 line.**
- **CUCA**                      **1 line.**

#### NEW CHARACTERS:

- **POTTERY SALESMAN**                      **14 lines.**      Kind of an Oliver Hardy meets Ross Perot.
- **O.S. CROWD**                      **No lines.**

**SPECIAL NEEDS:**

**FLASH ANIMATION** - This episode includes a "Kuzco's Doodles" sequence to be animated in FLASH.

**SONG SEQUENCE** - This episode contains a short song to be sung by Kronk.

**SYNOPSIS:**

When Kuzco learns Malina has a zit, he refuses to take her to the Emperor's Ball.

## PILOT SCRIPT

*The following is the script for the pilot animatic. Please ignore anything that contradicts the current bible.*

Disney's  
THE EMPEROR'S NEW SKOOL  
"Rabbit Face"  
1/5/04

### TITLE SEQUENCE :30

Sets up the series story: Kuzco going back to school. And introduces the main conflict: YZMA plotting to make KUZCO fail so she can become Empress. It also visually introduces other characters: KRONK, Yzma's lackey; MALINA, the potential girlfriend; and the ROYAL RECORD KEEPER, an authority figure who is tracking Kuzco's progress.

#### MAIN TITLE LYRICS

CHEER SQUAD: K.U.Z-C-O. Kuzco Kuzco. GO-GO!

CHORUS: Kuzco is the emperor,  
the royal records read.

But Yzma read the fine print,  
and this is what it said:

YZMA: "You never went to  
school,  
your royal days are through!

That means that I am Empress,  
now off away with you!"

CHEER SQUAD: K.U.Z-C-O. Kuzco Kuzco. GO-GO!

CHROUS: So Kuzco cooked a clever plan,  
he thought was hip and cool.

KUZCO: "I'll read that thing called book,  
and try that thing called school."

CHROUS: Yet Yzma will do anything,  
to make sure he will faaaaaail!

YZMA: "I'll do anything!"

CHORUS: So cheer with us for Kuzco,  
so that he will prevail!



CHEER SQUAD: K.U.Z-C-O. Kuzco Kuzco. GO-GO!

KUZCO: "Boo-yah!"

LIGHTNING FLASH:

**INT. LOCKER ROOM, KUZCO ACADEMY - DAY - THUNDERSTORM**

An aisle of lockers aims our eye to center screen - where a lone figure sits on a bench. SLOW TRUCK IN as we see the figure is... a RABBIT (KUZCO).

KUZCO (VO)

You'll never believe this,  
but that sad rabbit you're  
looking at was once a student  
at Kuzco Academy. And not  
just any student either... that  
student was an emperor!

Lightning flash!

KUZCO (CONT; VO)

My name is Kuzco. And I am  
that rabbit. Hey, I was just  
trying to get through school  
so I could stay emperor. But  
someone is out to make sure I  
fail. And her name is:

Another lightning flash wipes us to an image of YZMA!

KUZCO (CONT; VO)

Yzma - the wrinkled ugly one.  
I, uh, I added the "wrinkled  
ugly one" part.

YZMA

Once Kuzco fails school, I  
will become Empress! Ha-ha-  
ha <cough-cough>. Lozenge.

PAN TO an image of KRONK.

KUZCO (VO)

And she's got a little help.  
Actually, a big help... Kronk.

KRONK

Once Kuzco fails school, I  
will become... uh... wait... what  
do I become again?

Another lightning flash returns us to Rabbit Kuzco.

KUZCO (CONT; VO)

Anyways, how did I get turned  
into a rabbit and why am I  
going to fail school and no  
longer be emperor? Tell you  
what. This will all make  
sense if you just go back to  
a little earlier today.

SLIDE IN: KUZCO NAKED IN THE SHOWER - at home. His naughty  
bits are blurred in that blurred-naughty-bits sorta way.

KUZCO (VO)

Ah! Not that much earlier!  
More like around PE class.

SLIDE IN: COACH BLOWING A WHISTLE <BRRRRRRRRRRRP!>

COACH

Listen up. Today, at the end  
of 6<sup>th</sup> period, we're having a  
cross-country race.

CUT WIDE to see we are:

**EXT. KUZCO ACADEMY STADIUM - DAY**

THE COACH, a tough, gourd-shaped woman, stands alongside  
KRONK and a flock of OTHER STUDENTS, all in gym clothes.

COACH

The race begins here, and...

KUZCO (OS)

<ahem>

COACH

...and finishes just beyond the  
rope bridge.

KUZCO (OS)

<ahem>

The coach turns. PAN to include KUZCO, not in gym clothes.  
He hands the coach a SMALL SLIP OF PAPER.

KUZCO  
Doctor's note.

PAN WITH KUZCO - as he turns and walks off...

KUZCO  
Okay, well, I'll see you all  
and your little race thingy  
later. So long. Hasta la  
bye-bye. Drop me an e-mail...

...he bumps right into the Coach.

COACH  
Not today, Kuzco.

KUZCO  
Look, Coach Sweaty...

COACH  
It's Sweaty!

KUZCO  
O-kay.

COACH  
This doctor of yours already  
got you out of basketball...

KUZCO  
Bad ankles.

COACH/KUZCO  
Volleyball... **Hamstring.**  
Soccer... **Head trauma.**  
Dodgeball... **Ruptured spleen.**  
Baseball... **Elbow-itis.**  
Badminton... **Sissy-itis.**  
And tiddlywinks!

KUZCO  
Thumb jointitis. Gotta  
protect the royal thumbs.

Kuzco demos a quick series of thumb exercises. The coach  
pushes the note in his face.

COACH  
I'm beginning to think this  
Doctor K. Uzco of yours is  
something you made up!

KUZCO  
Wha?

COACH  
So not only are you going  
to run the race. You're  
going to win.

KUZCO  
Really? I win? Yay for me!  
Woo-hoo.

COACH  
Because if you don't win...  
(threatening)  
You will fail this class.

KUZCO  
Fail? But-but-but how am I  
supposed to beat Kronk?

ZIP PAN TO KRONK - as he:

- Performs jackhammer quick jumping jacks, then...
- Push-ups on his index finger <1-2-1-2-1-2>, then...
- Kronk brightens:

KRONK  
My special surprise!

He darts o.s.

**EXT. TWO TALL HILLS WITH A HOUSE AT SCREEN RIGHT - DAY**

Kronk runs left-to-right, in cartoonish silhouette, over the two hills <BWOOP-BWOOP>, enters the house <DOOR SLAM>, quick <BLENDER SFX>, exits the house <DOOR SLAM>, then runs right-to-left over the two hills <BWOOP-BWOOP>.

**EXT. KUZCO ACADEMY STADIUM - DAY**

WIDE TO INCLUDE ALL - as Kronk zips up to Coach Sweetie.

KRONK  
Made you an apple smoothie,  
Coach Sweetie.

KUZCO  
(pointing)  
Uh, you forgot the straw.

KRONK  
(with a wink)  
Good call.

Kronk darts o.s.

But this time we stay on Kuzco and the Coach as we hear:  
Kronk run over the two hills <BWOOP-BWOOP>, enter the house  
<DOOR SLAM>, exit the house <DOOR SLAM>, then run back over  
the two hills <BWOOP-BWOOP>.

Kronk darts into frame, pops the straw in the smoothie.

KRONK  
And get this, the straw makes  
a funny squeaky-squeak-sound  
when you pull it in and out.

Kronk moves the straw up and down on the lid of the  
smoothie as we hear <SKREEK-SKROINK-SKREEK-SKROINK...>

ON KUZCO - we hear the o.s. <SKREEK-SKROINK-SKREEK-SKROINK-  
SKREEK-SKROINK...> as Kuzco's pupils slide to look at camera  
with Daffy Duck attitude.

**EXT. KUZCO ACADEMY - FRONT GROUNDS WITH FOUNTAIN - DAY**

We only see Kuzco from waist up (y'll see why in a sec) as  
he moves along with cocky, mocking attitude.

KUZCO  
(mocking)  
I'm Kronk. I'm so big and  
strong and fast. Look at me.  
I can make smoothies.  
(normal voice)  
Pff. I'll show him.

Kuzco approaches Malina, the cheerleader.

MALINA  
K.U.Z-C-O. Kuzco Kuzco. GO-GO!

KUZCO

Hey there, Malina, the hotty-hot-hizzly-hottest cheerleader in school. You keep on rootin' for me, babe.

MALINA

Actually, I'm like cheering the name of the school.

KUZCO

Which happens to be my name, since I, Emperor Kuzco, paid for the school.

MALINA

I hear you won't be emperor anymore if you don't beat Kronk.

(dreamy-eyed)

Kroooooonk.

KUZCO

Wait-wait-wait-wait-wait. What do you girls see in that guy? I mean, I'm just as handsome as he is... if I had his chin and his chest and his muscles and his deep voice.

MALINA

You forgot his cute butt.

KUZCO

Really, I mean, whoa, come on, how shallow can you be?

A looooong beat as nobody says anything. Then, quickly:

KUZCO

But you're still hot. Wanna go out with me Friday night?

Malina winks, then turns away and continues her cheer:

MALINA

Maybe...

(back to cheer)  
K.U.Z-C-O. Kuzco Kuzco. GO-GO!

WIDE - to reveal Kuzco is on a SEDAN CHAIR carried by TWO FOOTMEN. As they carry the emperor off, we FAST PAN UP and TRUCK IN ON... a tall, foreboding window way, way, way up there on the school's central tower.

**INT. PRINCIPAL AMZY'S OFFICE - DAY**

PRINCIPAL AMZY gazes at Kuzco through a long SPYGLASS.

PRINCIPAL AMZY  
It's perfect perfect perfect!  
If Kuzco loses that race, I  
become Empress! Ha-ha-

Freeze Yzma mid "ha" as <THE MUSIC SCORE GRINDS TO A HALT>. Rabbit Kuzco pokes his head up into frame. He holds a RED MARKER and scribbles on screen to punctuate his dialogue.

KUZCO  
(hushed voice)  
Hi there. Sorry to interrupt.  
Just wanted to point out that  
Principal "Amzy" here...  
(draws arrow)  
That's her. Is really the  
evil "Yzma" in disguise.  
(writes AMZY, YZMA)  
Amzy... Yzma... Like nobody's gonna  
figure that one out. Duh. Oh,  
watch this...

Kuzco draws a big curly-Q moustache on Yzma.

KUZCO  
(mocking)  
Look at me. I'm an ugly old  
wrinkled lady with a curly-q  
moustache.  
(hushed voice)  
Okay. Sorry. Couldn't resist.  
Back to the show.

Rabbit Kuzco ducks o.s. The red scribbles fade off, the <MUSIC SCORE WINDS UP> and Yzma finishes her "ha."

PRINCIPAL AMZY  
-ha-haaaa!

ANGLE ON DOOR - Kronk pokes his head in, nervous.

KRONK  
You, uh... you wanted to see me  
Principal Amzy?

YZMA  
Come in. Come in.

KRONK  
Hope everything's okay with  
my GPA. I know I burned the  
spinach puffs in Home Ec...

YZMA  
Quiet, Kronk. It's me!

Yzma tears off her Principal Amzy disguise to reveal... YZMA  
IN HER STANDARD GARB (see Chapter 7 "Yzma's Revenge" of the  
movie). Kronk is impressed!

KRONK  
Yzma! Wow! Nobody's gonna  
figure that one out.

YZMA  
You and I are going to make  
sure Kuzco loses that race.  
To the secret lab!

ON SECRET ENTRANCE WALL - Yzma and Kronk leap into place.

YZMA  
Pull the lever, Kronk!

Kronk pulls a LEVER.

A MASSIVE STONE FIST smashes down from above crushing Yzma.

YZMA  
(crushed)  
Wrong lever.

The stone fist lifts revealing COMICALLY CRUMPLED YZMA.



KRONK  
Y'know, you really should  
label these things.

Yzma hand reaches up and yanks ANOTHER LEVER. The wall  
spins, whisking Kronk and Yzma o.s., and into...

#### **ROLLER COASTER RIDE TO THE SECRET LAB**

...a roller coaster car.

ROLLER COASTER (VO)  
Please remain seated and keep  
hands inside at all times.

As in the feature, Yzma and Kronk ride a wild, twisty-turny  
roller coaster to the "secret lab." [NOTE: we will re-use  
the feature animation.]

KRONK  
Faster! Faster! Yzma put  
your hands in the air!  
Whooaoaoaoaoaoaoao!

The ride ends with a quick-change into their LAB CLOTHES.

#### **INT. SECRET LAB - BUBBLING POTIONS**

Yzma leaps behind the wall of bubbling potions, an evil red  
glint in her goggles.

YZMA  
Let's see... how can I make  
sure Kuzco loses the race?

REALLY FAST TRUCK IN on the red glint in Yzma's goggles.  
This red glint becomes...

#### **YZMA'S PLAN - RED-ON-BLACK SILHOUETTE ANIMATION**

Again, matching the feature, simple animation illustrates  
Yzma's brilliant scheme:

YZMA (VO)

Oh, I know. First I'll turn him into a hippopotamus. Then I'll put that hippo on a diet. Then I'll invite the hippo over for dinner. And when he gets here, I'll feed him and feed him and feed him until he gets so fat he can't even move!

**INT. SECRET LAB**

REALLY FAST TRUCK OUT from the goggles, returning us to psycho Yzma behind the wall of potions.

YZMA

It's brilliant brilliant  
BRILLIANT!

KRONK

What are you serving?

YZMA

Huh?

KRONK

Well, hippos are vegetarians really, so I thought a light salad to start, then maybe a veggie lasagna... 'course we'll need about 80 pounds of it.

YZMA

Or, to avoid an excessive grocery bill, I'll just turn him into a turtle!

KRONK

Yeah, good. They don't eat as much. Turtles.

YZMA

And they're slow! If he's a turtle there's no way he'll win the race! Kronk, get the turtle potion and sneak it into his food. I'll meet you at the starting line.

KRONK

Ya know, Yzma, I'm probably gonna win the race anyway. So there's really no reason to go to all this trouble.

YZMA - on the other side of the room, about to exit.

YZMA

Then what would I do for the rest of the show?

KRONK - thinks.

REALLY WIDE SHOT - Yzma at one side of the room, Kronk on the other, still thinking.

YZMA - looking at Kronk, awaiting his answer.

BACK TO KRONK - a beat, then finally continues:

KRONK

Right. I'll get the potion and sneak it into his food.

YZMA

It's brilliant, brilliant, brill... wait I already said that.

Yzma exits <DOOR SLAM>.

A BLANK PIECE OF NOTEBOOK PAPER - slides in, filling frame. The words "KUZCO'S DOODLES" are written out as we hear:

KUZCO (VO)

Okay. Listen up, gang. It's time for: "Kuzco's Doodles." The part of the show where yours truly draws what happens next.

A bad DRAWING OF KRONK appears.

KUZCO (VO)

So, let's see, after Yzma left, Kronk, this is him, he -- wait. He needs a stupider hat.

Kronk's normal hat is erased, and replaced with a DUNCE CAP, then an ANTLER HAT, then finally a JESTER'S HAT.

KUZCO (VO)

No. Nah. Okay. That's good. All right. Kronk, he went over to Yzma's "secret" potion cabinet, and --

NEW ANGLE - bad DRAWING OF THE POTION CABINET. Kronk slides into scene.

KUZCO (VO)

Wait-wait. Boring. I mean. He danced over to the cabinet like a funny monkey and went: Eep-eep. Oop-oop. I'm funny monkey Kronk. <sings monkey grinder music>

Kronk dances around like a monkey.

KUZCO (VO)

Good. Okay now, inside the "secret" cabinet were a buncha potions, but there was also junk like Yzma's hair brush - disgusting. Some sort of ointment - don't wanna know. And a photo of Carrot Top - go figure.

NEW ANGLE - the cabinet opens. Inside, we PAN/STOP on POTIONS, a HAIRY HAIR BRUSH, TWISTED TUBE OF OINTMENT, and FRAMED PHOTO OF CARROT TOP.

KUZCO (VO)

Kronk was so freaked out, he grabbed the first potion he saw - the wrong potion. Then his pants fell down and he ran around in circles in a panic - ahhh, I'm running around in circles with my pants down holding the wrong potion - finally, he ran out the door. Bye-bye.

WIDE - Kronk grabs a potion, his pants fall down exposing his UNDERWEAR, then he runs in circles and out the door.

BACK TO - the "KUZCO'S DOODLES" card.

KUZCO (VO)  
And that's what happened  
next. The end. Now back to  
me, when I was getting lunch  
in the cafeteria...

WIPE TO:

**INT. CAFETERIA - DAY**

KUZCO'S POV - WEIRD FOOD ITEM #1 - some sort of Salisbury Steak and potato wedge things.

KUZCO (VO)  
Can you believe we're  
supposed to eat this stuff?

PAN TO - WEIRD FOOD ITEM #2 - brown green beans.

KUZCO (CONT; VO)  
Aren't green beans supposed  
to be, ya know, green.

PAN TO - WEIRD FOOD ITEM #3 - fried chicken feet.

KUZCO (CONT; VO)  
I'd call that chicken a la  
gross.

PAN TO - WEIRD FOOD ITEM #4 - Jello with a molar inside.

KUZCO (CONT; VO)  
Is that a tooth? How'd that  
get in there?

**INT. CAFETERIA - TABLE - DAY**

Kuzco enters and sits at the end of a table with his tray of CHICKEN NUGGETS and Jello. Kronk zips in next to him.

KRONK  
Heya, Kuzco. I see you got  
the tooth surprise there.  
You, uh, you might want to  
eat around the tooth.

Kronk smiles a beat, then holds out the vial:

KRONK

Oh! Almost forgot. Brought  
you some homemade dipping  
sauce for your nuggets.

KUZCO

W'll thanks, Kronk, but, uh,  
I've already got some zesty  
west barbecue.

KRONK

Right. But this is a special  
dipping sauce I made just for  
you. I call it... "Kuzco's  
special dipping sauce made  
just for him."

KUZCO

Clever.

Kronk grabs a BOWL off the table, spins around, his back to  
cam. We hear a <VIAL UNCORKED>, <LIQUID POURING>, then a  
PINK MUSHROOM CLOUD <POOF!> explodes from behind Kronk. He  
then spins around and returns the bowl to the table.

CLOSE ON BOWL - PINK LIQUID <POPS> and forms a smoky skull.

KUZCO - skeptical.

KUZCO

I don't know...

KRONK

Oh, come on. You gotta try  
it. Here I'll help.

Kronk snaps up a nugget, dunks it in the pink liquid, then  
pushes it in front of a defiant Kuzco.

KRONK/**KUZCO**

Try it. / **No.** / One bite. /  
**No.** / Come on. / **No.**

KRONK

Kuzco woosko opens wopens.

KUZCO

Hm-mm.

KRONK

Chugga-chugga. Here comes  
the nugget express.

KUZCO

I am not eating anything  
called the nugget express.

Kronk pops the nugget into Kuzco's mouth.

KUZCO

Gulp.

KRONK - watches, as...

KUZCO - sprouts ears <PORP-PORP>, white fur <POOF>, a  
rabbit face <BLOINK!>, and finally a cottonball tail <FWIF>  
-- completing his transformation into a RABBIT!

KUZCO

Wow, that was pretty tasty,  
my friend. What was that?  
Some sort of honey basalmic  
mustard thing?

BACK TO KRONK - puzzled.

KRONK

Uh... I gotta go.

Kronk zips o.s.

WIPE TO:

**EXT. KUZCO ACADEMY - FRONT GROUNDS WITH FOUNTAIN - DAY**

Rabbit Kuzco hops along <SPROING-SPROING-SPROING> as other  
STUDENTS gawk and point. Kuzco believes they are admiring  
him because he is so cool.

KUZCO

Hey, what's up? How's it  
going? Hello, ladies.

He approaches Malina.

KUZCO

Hey, Malina! Say, I never  
got an answer from you about  
Friday night.

Malina leans down and looks at him.

MALINA

Kuzco? Have you seen  
yourself lately?

KUZCO

No, but I'm always happy to  
admire my handsome...

Kuzco spies his reflection in the fountain.

KUZCO

Face! Ah! My face! My  
beautiful face! I'm an ugly  
rabbit! Ah! Rabbit face!

Lightning flash! DARK STORM CLOUDS slide in. Kuzco tugs  
at his fur like it's an oversized sweater.

KUZCO

And it's not just my face!  
All of me! I'm all a rabbit!  
With ugly rabbit face!

QUICK SHOTS AT CANTED ANGLES - LAUGHING STUDENTS - pointing  
and laughing at Rabbit Kuzco!

STUDENTS

<laughter builds 3x>

KUZCO - mortified, turns and hop-hop-hops off.

MALINA - watches, concerned.

MALINA

Kuzco... Kuzco wait up!

LIGHTNING FLASH:

**INT. LOCKER ROOM, KUZCO ACADEMY - DAY - THUNDERSTORM**

Back to Rabbit Kuzco, sitting alone on the bench.



KUZCO (VO)  
And that, my friends, is how  
I became a rabbit, and why  
I'm going to fail school and  
not become emperor. The sad  
ending to this sad story.

Lightning flash! Rabbit Kuzco lowers his head, depressed.  
Hold a beat, then...

MALINA (OS)  
Kuzco?

KUZCO  
(looking up)  
Malina?

MALINA - approaches.

MALINA  
I, uh, I just, uh, just  
wanted to make sure that you  
were okay.

KUZCO  
Really.

MALINA  
...but you ran away so fast I  
couldn't catch up.

KUZCO  
Oh, well, that's...  
(brightens)  
Wait, what'd you say?

MALINA  
I wanted to make sure...

KUZCO  
No-no. The other part.  
About me running fast!

MALINA  
Oh, that I couldn't catch you  
because you were running and  
hopping so fast?

KUZCO  
(thinking)  
Wait a minute...  
(eyes pop wide)  
Duh! I'm a rabbit. Get it?!  
A hippity-hoppity-type fast  
running rabbit!

<SCHOOL BELL RIIIIINGS>

KUZCO  
What's that bell?

MALINA  
6<sup>th</sup> period's over.

From the window, clouds part and a BEAM OF SUNLIGHT  
illuminates Kuzco...

KUZCO  
I've got a race to win!

WIPE TO:

**EXT. KUZCO ACADEMY STADIUM - DAY**

Yzma waiting with Kronk, looking up.

KRONK  
Strange weather.

Yzma, already relishing in victory.

YZMA  
Kuzco's such a slow turtle,  
he's not even going to make  
it to the race.

KRONK  
Oh, uh, about that turtle  
thing...

YZMA  
Kronk. You did turn him into  
a turtle, didn't you?

COACH (OS)  
On your marks...

KRONK  
Uh... I gotta go.

Kronk zips o.s.

AT THE STARTING LINE - Kronk joins three other RACERS.

COACH (OS)  
Get set...

CLOSE ON COACH - blows the whistle <BRRRRRRRRRRRRRRRP!>

KRONK AND THE RACERS - dash off.

A beat later... Rabbit Kuzco hops through frame.

KUZCO  
Here comes Kuzco Cottontail!

YZMA - eyes pop wide.

YZMA  
Kuzco... is a bunny!

**EXT. RACE PATH - DAY**

<KUZCO THEME MUSIC> plays as the four racers sprint down the race path, Kronk in the lead.

ANGLE FAVORING KRONK - as Rabbit Kuzco hops past!

ANGLE FAVORING RABBIT KUZCO - as Kronk regains the lead!

**EXT. TREE BRANCH - DAY**

Yzma straddles a huge branch and quickly works a SAW <ZIP-ZORP-ZIP-ZORP-ZIP> until the MASSIVE BRANCH falls.

**EXT. RACE PATH - DAY**

Rabbit Kuzco and Kronk run past... the massive branch pegs Racer #1, comically spiking him into the ground.

**EXT. HILL - DAY**

Yzma shoves a GIANT BOULDER off a steep hill.

**EXT. RACE PATH - DAY**

Rabbit Kuzco and Kronk run past... the boulder rolls through and takes out Racer #2 & #3.

**EXT. RACE PATH - DAY - PIT**

Yzma tosses a GIANT ALLIGATOR into a pit in the middle of the road, then zips o.s.

ANGLE ON KRONK & RABBIT KUZCO - running neck-in-neck, until Kronk drops out of frame.

KRONK

Yah!

CUT WIDE - as Rabbit Kuzco lands on the other side of the pit, and keeps running.

KUZCO

Woo-hoo!

Yzma steps pit-side, ignoring Kronk's pain. We hear the o.s. alligator <SNAPPING>

YZMA

What's the next death trap?

KRONK (OS)

There's always - ouch - the rope bridge - ouch - no way he could jump - ouch - over that - ouch.

Yzma zips o.s.

KRONK

Don't worry about me. Ouch.

**EXT. ROPE BRIDGE - DAY**

YZMA - swings an AXE, slicing the bridge support ropes <THWACK!>. The bridge drops away, and o.s. as we TRUCK OUT to reveal the massive chasm. <DRAMATIC MUSIC STING>

YZMA

Ha-ha-haa!

RABBIT KUZCO - approaches.

YZMA - spots him and leaps into hiding behind a boulder.

YZMA

Oo!

CLOSE ON RABBIT KUZCO - a determined look in his eye.

YZMA - watching, twitching.

RABBIT KUZCO - hops forward, hop-hop-hop, then one big hop!

WIDE ON CHASM - as Rabbit Kuzco, a mere spec, arcs across the entire length of the chasm.

KUZCO  
Booooooooo-yaaaaaah!

ON OPPOSITE SIDE OF CHASM - Kuzco's eyes pop wide as he overshoots the landing, into a quick series of gags:

- He slaps into the finish line banner... streeeetch... then is slingshot backwards...
- Back over the chasm... over Yzma... over the pit...
- Through a window in the side of the school... bounces down the steps... out the front of the school...
- Bounces onto the llama fountain, plugging it. A beat as the pressure builds, then he's spit with great force...
- Over the pit... over Yzma... and over the chasm, where...

Kuzco lands safely on the other side of the chasm.

YZMA - furious.

YZMA  
Whaaaat?!

**EXT. RACE PATH - DAY - FINISH LINE**

A CHECKERED BANNER - hangs above the finish line, where Coach Sweaty, other students, and Malina cheer.

CROWD  
<cheering>

Rabbit Kuzco hops across the finish line.

CLOSE ON RABBIT KUZCO - as he does a little victory dance.

KUZCO  
Who's got the lucky feet? I  
do. Mr. Lucky rabbit Feet.  
Uh-huh-uh-huh-uh-huh.

THE ROYAL RECORD KEEPER - opens his scroll

RRK  
As the Royal Record Keeper I  
pronounce this class: passed.

KUZCO - happy.

KUZCO  
Yes!

YZMA - angry.

YZMA  
Grrrr...

MALINA - snaps Kuzco up and gives him a big hug.

MALINA  
Congratulations.

KUZCO  
This mean we're goin' out  
Friday night?

MALINA  
Actually, I have a date with  
Kronk.

Kuzco smirks at cam as we...

WIPE TO:

**EXT. PRINCIPAL AMZY'S OFFICE - WINDOW - DAY**

GENTLE TRUCK IN - on the office window, where we see a  
silhouette of Yzma ranting at a cowering Kronk.

YZMA  
It's all your fault, Kronk!  
<continues under... ranty-rant-  
rant, blah-de-blah-blah>

KUZCO (VO)  
There you have it. I, Kuzco,  
won the race and, yes, the  
rabbit potion wore off. So it  
looks like yours truly still  
has a chance to graduate from  
Kuzco Academy and stay Emperor.

**INT. PRINCIPAL AMZY'S OFFICE - DAY**

KRONK - bandaged and cowering. He lifts up a PLATE OF SPINACH PUFFS.

KUZCO (VO)  
As for Kronk, well, to make  
up for his mistake, he baked  
Yzma some of his famous  
"spinach puffs."

YZMA - pats Kronk on the head, takes a spinach puff, and just as she's about to pop it in her mouth...

KUZCO (VO)  
What Yzma doesn't know is: I  
switched those spinach puffs  
with a little something I like  
to call... Bunny Poo Puffs.

Yzma eats the poo puff and swallows. Her eyes pop wide. Her face dissolves to the most putrid green.

YZMA  
Kuzcooooooooooooo!

<THEME MUSIC KICKS IN> as we TRUCK OUT from Yzma...

**EXT. KUZCO ACADEMY - DAY**

CONTINUE TRUCK OUT from Principal Amzy's office window, FAST PAN DOWN to the fountain area where Kuzco stands in a cool pose as Malina cheers:

MALINA  
K.U.Z-C-O. Kuzco Kuzco. GO-GO!

KUZCO  
Boo-yah!

IRIS OUT.

**THE END**